What is claimed is:

1. A method of simulating communication delays among parties at simulated spatial positions, comprising the steps of:

(a) receiving a message from a transmitting party, the message indicating a destination party to whom the message is destined;

(b) determining a virtual distance from the transmitting party to the destination party;

(c) storing the message for a time interval determined according to the determined virtual distance from the transmitting party to the destination party at a predetermined transmission speed; and then

(d) forwarding the received message to the destination party.

2. The method of claim 1 wherein step (b) is performed according to actual terrestrial positions of the parties; and

the predetermined transmission speed is substantially less than the speed of light.

3. The method of claim 1 wherein step (b) is performed according to simulated positions of the parties in a virtual spatial map.

4. The method of claim 1 wherein step (a) includes checking said message and rejecting said message if it contains any information indicating true identity of the transmitting party.

5. The method of claim 1 wherein step (c) is bypassed if the transmitting party agrees to pay a premium.

6. The method of claim 5 wherein the premium is monetary.

7. The method of claim 5 wherein the parties are engaged in a recreation and the premium is a recreation-related penalty.

8. The method of claim 1 wherein the parties are engaged in a recreation involving at least virtual buying and selling of goods, and wherein goods obtained from a greater simulated distance incur a greater virtual cost.

9. A server for simulating communication delays among parties at simulated spatial positions, comprising:

an arithmetic unit for at least determining a simulated distance from each party to each other party;

a receiver for receiving a message from a transmitting party;

a data store for storing the received message for a time interval determined by the arithmetic unit according to the determined simulated distance from the transmitting party to a destination party and a predetermined transmission speed; and

a transmitter for forwarding the received message to the destination party.

10. The server of claim 9 wherein:

the determination of a simulated distance from each party to each other party is performed according to actual terrestrial positions of the parties; and

the predetermined transmission speed is substantially less than the speed of light.

11. The server of claim 9 wherein:

the determination of a simulated distance from each party to each other party is performed according to simulated positions of the parties in a virtual spatial map.

12. The server of claim 9 wherein the receiver checks said message and rejects said message if it contains any information indicating true identity of the transmitting party.

13. The server of claim 9 wherein the data store is bypassed if the transmitting party agrees to pay a premium.

14. The server of claim 13 wherein the premium is monetary.

15. The server of claim 13 wherein the parties are engaged in a recreation and the premium is a recreation-related penalty.

16. The server of claim 9 wherein the parties are engaged in a recreation involving at least virtual buying and selling of goods, and wherein goods obtained from a greater simulated distance incur a greater virtual cost.

17. A server for equalizing the effects of network connection speeds among parties connected to a network, comprising:

a receiver for receiving a message to be sent to each party;

an arithmetic unit for at least determining a transmission time for the message for each party according to each party's connection speed; and

a transmitter for forwarding a copy of the received message to each party after a time inversely proportional to the transmission time determined for that party.

18. The server according to claim 17, wherein said time inversely proportional to the transmission time for each party is computed so that all parties receive messages at substantially the same time.

1   19.   A method of equalizing the effects of network connection speeds among

2   parties connected to a network, comprising the steps of:

3   receiving a message to be sent to each party;

4   determining a transmission time for the message for each party according to each party's

5   connection speed; and

6   transmitting a copy of the received message to each party after a time inversely

7   proportional to the transmission time determined for that party.

1   20.   The method according to claim 19, including the step of computing said

2   time inversely proportional to the transmission time for each party so that all parties receive

3   messages at substantially the same time.

1   21.   A system for terminals to interact in a network recreation environment with

2   other terminals, comprising:

3   means for determining a terminal's location;

4   means for linking a terminal's location to a virtual location of the network recreation;

5   means for transmitting recreation-related messages to said other terminals; and

6   means for adapting delivery time of messages sent from a terminal to another terminal.

1   22.   The system according to claim 21, wherein the means for determining a

2   terminal's location comprises means for inputting a name of a proximate city from a

3   predetermined list of cities and means for equating the terminal's location to a terrestrial location

4   of the proximate city.

1   23.   The system according to claim 21, wherein the means for determining a

2   terminal's location comprises means for receiving signals from the global positioning system and

3   means for determining the terminal's location accordingly.

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24.   The system according to claim 21, wherein the means for determining a terminal's location comprises means for inputting a postal code and means for equating the terminal's location with the a predetermined terrestrial location associated with the postal code.

25.   The system according to claim 21, wherein the means for linking a terminal's location to a virtual location is according to the terminal's location and virtual distances pertaining to the network recreation.

26.   The system according to claim 21, wherein the means for transmitting recreation related messages employs at least one of the Internet, GSM, WAP, EDGE, TETRA, and Bluetooth.

27.   The system according to claim 21, wherein the means for adapting delivery time is according to the virtual location of a terminal.

28.   The system according to claim 21, wherein the means for adapting delivery time is according to a connection speed associated with a terminal.

1   29.   A system for terminals to interact, comprising:

2   a network for connecting the terminals to one another and to a server for providing

3   interactive content to the terminals,

4   the server comprising:

5   a CPU,

6   an input interface for receiving signals via the network from the terminals

7   and coupling them to the CPU,

8   logic in the CPU for determining interactive content for the terminals

9   responsive to signals received therefrom, and

10   an output interface for forwarding interactive content via the network from

11   the CPU to the terminals.

1   30.   The system of claim 29, further comprising a data store coupled to the

2   CPU.

1   31. The system of claim 30, wherein the data store contains at least:

2   identification of terminals currently connected to the server,

3   approximate terrestrial positions of said terminals,

4   actual distances among said terminals determined according to their approximate terrestrial

5   positions,

6   virtual distances among said terminals determined according to the actual distances among

7   them and a distance scale appropriate to a recreation in which said terminals are participating,

8   the transmission speeds at which said terminals are connected to the network, and

9   a queue of messages, each from a source one of said terminals and destined for a

10   destination one of said terminals.

1   32.   The system of claim 31, wherein each message remains in the queue for a

2   queuing time determined according to:

3   the virtual distance between its source terminal and its destination terminal, and

4   according to a virtual transmission speed predetermined for a recreation in which said

5   terminals are participating.

1   33.   The system of claim 31, wherein each message remains in the queue for a

2   queuing time determined according to:

3   the virtual distance between its source terminal and its destination terminal,

4   a virtual transmission speed predetermined for a recreation in which said terminals are

5   participating, and

6   the transmission speed of the destination terminal so as to equalize the effects of different

7   transmission speeds.